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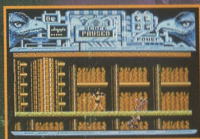
Can you control the power of **HAWKEYE**?

ZZAP! 64 GOLD MEDAL - 96% OVERALL

Gold Rush

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If you find a **GOLD** cassette (prize: Studio 100) or a **YELLOW** cassette (prize: ghetto blaster) inside this packaging, phone THALAMUS now on (07356) 77261.

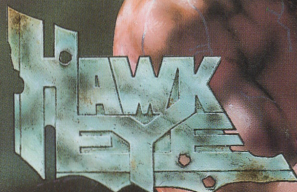


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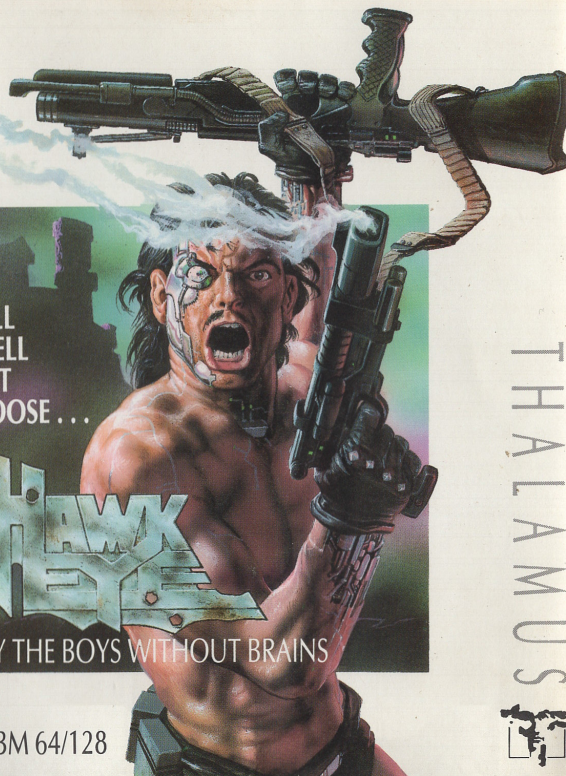
ALL HELL LET LOOSE...



BY THE BOYS WITHOUT BRAINS

CBM 64/128

CBM 64/128



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ZZAP! 64 Sizzler

Send your order, stating which products you want on cassette (£9.99) or diskette (£12.99), along with your name and address and a cheque or postal order made payable to THALAMUS LTD, to: **Thalamus Mail Order, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW**



LOADING INSTRUCTIONS CASSETTE

Insert the tape into the tape player, making sure it is rewound. While holding down the SHIFT key, press the RUN/STOP key.

When the screen prompts you, press PLAY on the player. **HAWKEYE** will now load automatically.

If you have problems loading, remove any peripherals (disk drive, printer, cartridges etc) you have attached, and repeat the procedure above.

Joystick only (Port 2)



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THE POWER IS THERE

Xamox, a planet on the edge of the Milky Way, is home to an almost perfect civilisation. But a race of Nomads' concerned with Galactic pirate security – the Skryksis – found the Xamoxians too perfect.

In the time of Naron, the Skryksis forces invaded Xamox, viciously massacring its perfect race and making a base on Xamox, constructing radiation plants.

A few Xamoxians survived the massacre and went into hiding in underground chambers, vowing to seek revenge against the Skryksis.

Working for generations, the survivors developed a synthetic life form (SLF), half robot, half human – specially designed to break through the heavily-guarded sectors leading to the radiation plants.

Now the SLF is completed, but the controlling processors are not considered fast enough to let it enter into combat with the enemy environment on its own. However, its mind is in synchronisation with the movements of the Xamoxian battling droid which remote-controls the SLF.

The SLF is **HAWKEYE** – and now is the testing time as **HAWKEYE** is released into the savage wilderness of New Xamox.

The power is there . . .

CONTROLS

From the title screen you can toggle:

- In-game music on/off F1
- In-game sound FX on/off F2
- Demo mode on/off F3

HAWKEYE's directional movement is controlled via the joystick in Port 2.

To jump, move the joystick up and **HAWKEYE** moves diagonally up left or right as long as the joystick is pushed in the appropriate direction. Jumps of different lengths are possible.

INSTRUCTIONS

The aim is to collect all the puzzle pieces scattered about each of the 12 levels. The eye of either hawk head – on the left or right of the screen – winks in the direction of the next piece to be collected.

When all pieces are collected a jingle sounds and **HAWKEYE** should be manoeuvred to the far right of the level to complete it.

There are four deadly weapons to choose from, all displayed in the window to the left of the display panel.

There are two ways to select weapons. Hold down FIRE until the icon glows and then move left or right to select the armament you want. Or select the required weapon by depressing the function keys:

- Pistol F1
- Machine gun F2
- Laser F3
- Rocket launcher F4

The pistol is the first weapon option and has unlimited ammunition but inflicts little damage on the larger monsters.

All other weapons are increasingly more powerful but have limited ammunition (the level of ammo is displayed as a bar underneath the selected weapon item).

HAWKEYE is the fifth in an ongoing saga of entertainment products to thrill and excite. Occasioned by **THALAMUS** and . . .

THE BOYS WITHOUT BRAINS, who are from a forgotten mountain range in Holland and are . . .

Mario Van Zeist (programming)

Jacco Van T'Riet and **Arthur Van Jole** (graphics)

Jeroen Tel (music)

Charles Deenen (music Mix-E-Load and sound FX)

Robin Levy (loading screen)

Diagonally left of the weapons are three lights – when they go out, one of the weapons is out of ammunition.

Additional ammunition is collected during the game and fully restored at the beginning of each level.

When **GAME OVER** appears you have the option to practise the level on which **HAWKEYE** was defeated.

- To pause: RUN/STOP
- To quit and restart: pause game as above then press T



HAWKEYE is the fifth leisure release from **THALAMUS** for the Commodore 64/ 128 on cassette and diskette and has no catalogue number.

With help from . . .

Paul Cooper and **John Harries** (production, really clever ideas and the duo who gave a whole new meaning to the word 'schedule')

Franco Frey (loadsamoney)

Oliver Frey and **David Western** (lush arty bits and patience)

Richard (creative hype)

Petra and **Mirjan** (recreational inspiration)

Humble thanks to: Stavros (he has his pride), Lennart, Wim, Dennis, Barry, Yip, Paul and Phil

In the incredibly improbable event of this product being faulty, please return it to the original place of purchase.

PRODUCED BY **PAUL COOPER** FOR **THALAMUS**

Audiovisual concept, label, and program

© 1988 **THALAMUS LTD**

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Calleva Park
Aldermaston
Berkshire
RG7 4QW



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